<u>IN THE CLAIMS</u>:

Kindly amend claims 23, 25, 39, 40, 41, 42, 43 and 44 and add new claims 45 and 46 as follows:

23. (Currently amended) A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition, at least a first database having stored therein phrases in the voice of a first person and at least a second database having stored therein phrases in the voice of a second person;

switching means for switching from one of said first and second databases to the other of said first and second databases;

processing means for selecting a phrase database corresponding to a predetermined condition when said predetermined condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means, whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game, wherein <u>each data base comprises a layered structure including at least one</u> <u>condition box corresponding to each specified predetermined condition and containing a</u>

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collection of words which one might expect to arise in running commentary for a specified predetermined condition, and at least one subordinate box associated with said at least one condition box containing at least one word which one might expect to arise in connection with said running commentary generated by said at least one condition box, said boxes being selectable by said command data while said words selected from said boxes are randomly selected.

24. (Previously presented) A speech outputting game machine according to claim 23, wherein said processing means selects one command data at random among said plurality of command data stored in the selected phrase database.

25. (Currently amended) A speech outputting game machine according to claim 23, wherein said processing means suspends the output of said phrase data according to [the] a phrase suspension command included in said specific command data.

26. (Previously presented) A speech outputting game machine according to claim 23, wherein said command data includes a blank command for designating an interval between a first phrase data based on a first command and a second phrase data based on a second command; and

wherein said processing means outputs said second phrase data after outputting said first phrase data and after a period designated by said blank command has lapsed.

27. (Previously presented) A speech outputting game machine according to claim 23, wherein said command data includes a wild card command; and

wherein said processing means determines and outputs phrase data based on said game progress for the wild card command included in said predetermined command.

28. (Previously presented) A speech outputting game machine according to claim 23, wherein the command data stored in said first phrase database includes a jump command for designating a second phrase database; and

wherein said processing means selects a second phrase database according to the jump command included in said specified command data, and selects a specific command data according to predetermined procedures among the plurality of command data stored in said selected second phrase database.

29. Cancelled

30. Cancelled

31. Cancelled

32. Cancelled

33. Cancelled

34. Cancelled

35. Cancelled

36. Cancelled

37. Cancelled

38. Cancelled

39. (Currently amended) A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;

processing means for selecting a phrase database corresponding to a predetermined condition when said predetermined condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means, whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game, said processing means uses said [second] a phrase database according to replacement conditions designated by a player and the language of said [first] phrase database being different from the language of said second another phrase database, wherein each data base comprises a layered structure including at least one condition box corresponding to each specified predetermined condition and containing a collection of words which one might expect to arise in running commentary for a specified predetermined condition, and at least one subordinate box associated with said at least one condition box containing at least one word which one might expect to arise in connection with said running commentary generated by said at least one condition box, said boxes being selectable by said command data said words selected from said boxes being randomly selected.

40. (Currently amended) A speech outputting game machine according to claim 23, wherein said processing means uses said [second] other phrase database according to replacement conditions designated by a player.

41. (Currently amended) A speech outputting game machine according to claim 39, wherein said processing means uses said [second] other phrase database according to replacement conditions designated by a player.

42. (Currently amended) A speech outputting game machine according to claim 23, wherein said switching means changes over from one of said databases to the other of said databases upon the occurrence of a predetermined event.

43. (Currently amended) A speech outputting game machine according to claim 39, wherein said processing means uses said [second] other phrase database according to replacement conditions designated by a player.

44. (Currently amended) A speech outputting game machine according to claim 42, wherein said processing means uses said [second] other phrase database according to replacement conditions designated by a player.

45. (New) A sound generation device for a game machine, comprising:

a storage unit for storing a plurality of phrase groups composed of a plurality of phrases respectively prepared for corresponding conditions;

a phrase selection processing unit for monitoring the progress of a game and selecting a phrase from the phrase groups corresponding to a predetermined condition when the predetermined condition is satisfied;

a sound output unit for converting data of the phrase selected by the phrase selection processing unit to a sound signal and outputting sound according to the sound signal;

wherein the plurality of phrase groups has a hierarchical structure, and each superior phrase group includes, to partly or fully constitute a phrase, a first command for

additionally selecting a phrase from subordinate phrase groups, a second command for searching the subordinate phrase groups and selecting a phrase from them, and a third command for playing no phrase, and;

wherein if the phrase selected from the superior phrase groups includes the first command, the phrase selection processing until selects an additional phrase from the subordinate phrase group designated by the first command; and if the phrase selected from the superior phrase groups includes the second command, the phrase selection processing unit searches for the subordinate phrase group designated by the second command and selects a phrase from that subordinate phrase group; and

wherein if the phrase selected by the phrase selection processing unit includes the third command, the sound output unit does not perform the sound output processing.

46. (New) A method for generating game commentary sounds for a game machine configured to perform processing involving collecting an operation signal from an operation unit operated by a player, playing a game according to the operation signal, generating the commentary sounds and outputting them to a sound output unit by having a CPU execute application software stored in a memory, the method comprising the steps of:

a phrase selection processing step of storing a plurality of phrase groups composed of a plurality of phrases respectively prepared for corresponding conditions, monitoring the game process, and selecting a phrase from the phrase groups corresponding to a predetermined condition when the predetermined condition is satisfied; and

a sound output step of converting data of the selected phrase into a sound signal and outputting sound according to the sound signal;

wherein the plurality of phrase groups has a hierarchical structure, and each superior phrase group includes, to partly or fully constitute a phrase, a first command for additionally selecting a phrase from subordinate phrase groups, a second command for searching the subordinate phrase groups and selecting a phrase from them, and a third command for playing no phrase, and;

wherein in the phrase selection processing step, if the phrase selected from the superior phrase groups includes the first command, an additional phrase is selected from the subordinate phrase group designated by the first command; and if the phrase selected from the superior phrase groups includes the second command, the subordinate phrase group designated by the second command is searched for and a phrase is selected from that subordinate phrase group; and

wherein if the phrase selected by the phrase selection processing unit includes the third command, the sound output processing is not performed in the sound output step.